

What is Claimed is:

1. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game characterized by comprising:

 a data recording medium, such as a tape, an FD or a data server which contain real time data that are forwarded by utilizing a network, comprising a scorecard preparation system, a video system, an automatic editing system, a motion analysis system and the step of forwarding the data, wherein the body of the scorecard preparation system has an input terminal, such as a mobile terminal, and wherein the movements of the players and other information are inputted by means of the input terminal in a chronological manner;

 an image recording medium such as a VCR, a DVD or an image server which contain a plural number of pieces of image information, such as bird's eye view images or zoomed in images of said players, the step of encoding and forwarding them and said digitalized video data transmitted through the usage of a network;

 the screen of said data input terminal, wherein the user (audience) accesses either of said data medium or image medium, or both of them, over the network and links together a predetermined image and data so as to be outputted on the same screen of the output terminal of a mobile body, such as a cellular telephone, a personal computer, or the like, comprises an input part

for pitcher motion, an input part for batter motion and an other information part;

in the input part for pitcher motion, at least, input keys for the starting time and finishing time of the game, input keys for names of the pitchers and names of the batters facing the respective pitchers of the game, input keys for pitch types thrown by the pitcher, such as curve, screwball or slider, input keys for numerals from 0 to 9 and graphics of the strike zone are arranged in appropriate locations;

in the input part for batter motion, at least, graphics of the diamond showing the names or numbers of all of the fielders and the batter in predetermined locations and input keys for strike out, hit ball resulting in an out, single, double, triple, homerun are arranged in proper positions; in the other information parts, at least, a display of respective team names, a display of graphics of the scoreboard and a display of the ball, strike and out count are arranged in proper positions;

at the time same time that the game starts, said input key for the starting time is clicked so that image information is inputted while the system is being driven in sync, then the pitch type thrown by the pitcher is determined so that the input key for pitch type of said input part for pitcher motion is clicked and by clicking positions on said graphics of the strike zone which agree with the positions of said pitches the types and the positions of the pitches are displayed on the graphics of the strike zone in the form of letters or graphics;

in the case that a batter gets a hit, the position to which the ball goes is defined on said graphics of the diamond and, by clicking the position on the graphics of the diamond, a line is automatically drawn between that position and home base; and

a scorecard preparation system wherein data of the desired inning number and of the entire game can be stored in the personal computer and the

video tape or DVD for later viewing on the monitor.

2. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claim 1, characterized in that:

input keys for ball and strike of the pitches thrown by the pitcher are provided in appropriate locations on the input screen;

the type of pitch thrown by the pitcher is determined so that the input key for the pitch type of said input part for pitcher motion is clicked and the positions on said graphics of the strike zone which agree with the positions of the pitch thrown by the pitcher are clicked and, thereby, the type and the location of the pitch are represented on the graphics of the strike zone in the form of letters or graphics;

at the same time, by clicking the input keys for ball or strike, the ball and strike count is automatically carried out so as to be displayed on the display for said count of balls, strikes, and outs.

3. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claims 1 or 2, characterized in that when three outs are made "0" is automatically displayed in predetermined locations of said graphics of the scoreboard and, by clicking input keys for single, double, triple or homerun, the name or number of the batter is displayed close to the base in a predetermined position of the graphics of the diamond and whenever a runner reaches home base the cumulative score is displayed in a predetermined location of said graphics of the scoreboard.

4. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to one of Claims 1 to 3, characterized in that:

said scorecard preparation system, a personal computer for processing, storing and controlling the inputted data, an input terminal, such as a touch

pen for inputting information or conditions into this personal computer, and a monitor display;

one, or a plurality of, video or DVD recorders for connecting signals from the above personal computer to a personal computer via a converter for image processing, one, or a plurality of, controllers for displaying desired images on said monitor display as a still image or as a dynamic image incorporated in said video or DVD recorders, an automatic image editing system which is connected to the personal computer and which comprises a video or DVD cassette edited by said controller;

an editing screen outputted to the personal computer of this system, a personal computer which has a monitor display and which processes the inputted data, a converter connected to the personal computer, a motion analysis system comprising a video or a DVD deck for reproduction connected to said converter with a dedicated cable and a video or a DVD deck for recording, which is connected to said converter with a rank cable, and a screen for setting conditions outputted to the personal computer of this motion analysis system;

in the editing screen, at least, input keys for the names and numbers of the players who play in the game, or of all of the players, input keys for the names or numbers of the batters who play in the game, or of all of the batters, input keys for types of pitches thrown by the pitcher, such as curve, screwball or slider, input keys for time adjustment of the image output are arranged in appropriate locations;

as for the condition setting screen, input keys for selecting a pitcher, a batter or others for whom the conditions are set, input keys for selecting whether or not innings are set or for the inning number, top of the inning or bottom of the inning, input keys for pitcher name and name of the batter facing the pitcher in the game, input keys for types of pitches thrown by the pitcher, such as curve, screwball or slider, and input keys for image display,

graph representation and table representation are arranged in appropriate locations.

5. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game, characterized by comprising:

a scorecard preparation system according to one of Claims 1 to 4 and an editing screen of a personal computer according to Claim 4; and

a first analysis screen displayed on the personal computer by selecting an input key for the match up between a particular pitcher and a particular batter on said condition setting screen, wherein

on the first analysis screen, at least, a display screen of the batter and the pitcher, graphics of the strike zone, graphics of the diamond, input keys for image display, graph representation and condition representation are arranged in appropriate locations, the positions and the types of pitches thrown by the pitcher at the time of the match up between the players are extracted from the data stored in the personal computer and are automatically displayed in the form of letters or graphics on the graphics of the strike zone and a line is automatically drawn between the position to which the ball, hit by the batter, goes and home base on the graphics of the diamond.

6. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claim 5, characterized in that the image display part of the input keys for image display, graph representation and table representation is clicked so that an image at the time of the match up between the players is extracted from the video or DVD deck for reproduction, which is in sync with the personal computer, and can be displayed on a part of, or on the entirety of, said first analysis screen as a still image, an intermittently moving image or a moving image.

7. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game characterized by comprising a scorecard preparation system according to one of Claims 1 to 6, an editing screen of a personal computer according to Claim 4, a condition setting screen and a second analysis screen displayed on the personal computer by clicking the input key when two particular batters are selected on said condition setting screen, wherein, at least, graphics of the strike zones of the two batters, graphics of the diamond and the input keys for image display, graph representation and condition representation are arranged in appropriate locations on the second analysis screen and wherein the positions and the types of pitches thrown by the pitcher to the batters are extracted from the data stored in the personal computer so as to be automatically displayed in the form of letters or graphics on the graphics of the strike zones and lines are automatically drawn, on the graphics of the diamond, between the positions to which the balls, hit by the batters, go and the respective home bases.

8. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claim 7, characterized in that the image display part of the input keys for condition representation is clicked so that an image at the time of the match up between the players is extracted from a video tape or DVD, which is in sync with the personal computer, so as to be displayed on a part of, or on the entirety of, said first analysis screen as a still image, an intermittently moving image or a moving image.

9. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game, characterized by comprising a scorecard preparation system according to one of Claims 1 to 8, an editing screen of the personal computer, a motion analysis system, a third analysis screen displayed on the personal

computer by clicking input keys for the match up between a particular pitcher and a particular batter of the motion analysis system and by clicking the graph representation key of the input keys for condition representation, wherein

on the third analysis screen, at least, the graphics of the strike zone, numerals for twelve combinations of pitches, including balls and strikes, graphics of a pie chart or a bar graph and input keys for image representation are arranged in appropriate locations;

the positions and the types of pitches thrown by the pitcher to a particular batter are extracted from the data stored in the personal computer and are automatically displayed in the form of letters or graphics on the graphics of the strike zone and graphics with colors, such as a pie chart or a bar graph, representing the ratio of the pitch type, at the time of each pitch, are automatically drawn in the vicinity of a variety numerals for ball and strike count.

10. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claim 9, characterized in that by clicking the image display part of the input keys for condition display, images of the match up of the players are extracted from the video tape or DVD, which is in sync with the personal computer, so as to be displayed as a still image, an intermittently moving image or a moving image on a part of, or on the entirety of, said first analysis screen.

11. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game characterized by comprising a fourth analysis screen displayed on the personal computer by providing the input screen of a personal computer according to Claims 1 to 10 with an input key for the pitch speed, of the pitch thrown by the pitcher of the game, and by clicking a speed output

key which is provided on the condition setting screen, wherein on this fourth analysis screen, at least, graphics of the strike zone and input keys for image display are arranged in appropriate locations and the positions and the types as well as the speeds, of pitches thrown by a pitcher to a particular batter are extracted from the data stored in the personal computer so as to be automatically displayed on the graphics of the strike zone in the form of letters or graphics, or with colors.

12. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claim 11, characterized in that the images of the match up between the players are extracted from the video tape or DVD, which is in sync with the personal computer, by means of the input key for image display so as to be displayed on a part of, or on the entirety of, said first analysis screen as a still image, an intermittently moving image or a moving image.

13. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claims (6, 8, 10 or 12), characterized in that letters or graphics are freely drawn with an input terminal, such as a touch pen of this system, on the image displayed on each analysis screen and the images resulting from the drawing can be stored on the tape for later viewing on the monitor.

14. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game, characterized by having a fifth screen gained by clicking an output key for the match up which is provided on the condition setting screen according to Claims 4 to 16, wherein this fifth screen displays the name of a particular batter, a table, wherein the names of all of the pitchers who have faced this batter are displayed along the direction of the Y axis of said table,

at bats, hits, homeruns, walks and the number of times hit by the pitch, strike outs, batting average and batting average with runners in scoring position are displayed along the direction of the X axis of said table, and the number and the calculation results in respective items gained by counting based on the data stored in the personal computer are displayed at the intersection parts between said X axis and said Y axis.

15. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game according to Claim 14, characterized in that said fifth analysis screen displays, at least, the name of a particular batter, a table concerning right-handed pitchers who have faced the batter, a table concerning left-handed pitchers who have faced the batter wherein the names of all of the pitchers who have faced this batter are displayed along the directions of Y axes of the respective tables, at bats, hits, homeruns, walks and the number of times hit by the pitch, strike outs, batting average and batting average with runners in scoring position are displayed along the directions of the X axes of the respective tables, and the number of items and the calculation results gained by counting based on the data stored in the personal computer are displayed at the intersection parts between the Y axis and the X axis.

16. A method for information processing comprising a scorecard preparation system, an automatic editing system and a motion analysis system of a baseball game, characterized by comprising a scorecard preparation system according to Claims 1 to 15, an automatic editing system and a motion analysis system.